

<div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div>Creature -- Insect Scientist</div> <div>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</div> <div><div>1/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div>Creature -- Insect Scientist</div> <div>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</div> <div><div>1/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div>Creature -- Insect Scientist</div> <div>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</div> <div><div>1/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Biotech Specialist</div><div><div>R</div><div>G</div></div></div> <div>Creature -- Insect Scientist</div> <div>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.</div> <div><div>1/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Blazemire Verge</div></div> <div>Land</div> <div>{T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blazemire Verge</div></div> <div>Land</div> <div>{T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blazemire Verge</div></div> <div>Land</div> <div>{T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blood Crypt</div></div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}. As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Callous Inspector</div><div><div>B</div></div><div>Creature -- Human Soldier</div><div>Menace (This creature can't be blocked except by two or more creatures.) When this creature dies, it deals 1 damage to you. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Callous Inspector</div><div><div>B</div></div><div>Creature -- Human Soldier</div><div>Menace (This creature can't be blocked except by two or more creatures.) When this creature dies, it deals 1 damage to you. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Callous Inspector</div><div><div>B</div></div><div>Creature -- Human Soldier</div><div>Menace (This creature can't be blocked except by two or more creatures.) When this creature dies, it deals 1 damage to you. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Callous Inspector</div><div><div>B</div></div><div>Creature -- Human Soldier</div><div>Menace (This creature can't be blocked except by two or more creatures.) When this creature dies, it deals 1 damage to you. Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Deadly Precision</div><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, pay {4} or sacrifice an artifact or creature. Destroy target creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deadly Precision</div><div>B</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, pay {4} or sacrifice an artifact or creature. Destroy target creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Forest</div><div></div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gene Pollinator</div><div>G</div></div><div>Artifact Creature -- Robot Insect</div><div>{T}, Tap an untapped permanent you control: Add one mana of any color.</div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div>Greedy Freebooter</div><div><div>B</div></div></div><div>Creature -- Human Pirate</div><div>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Greedy Freebooter</div><div><div>B</div></div></div><div>Creature -- Human Pirate</div><div>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Greedy Freebooter</div><div><div>B</div></div></div><div>Creature -- Human Pirate</div><div>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lively Dirge</div><div><div>1B</div></div></div><div>Sorcery</div><div>Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Lively Dirge</div><div><div>1B</div></div></div><div>Sorcery</div><div>Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lively Dirge</div><div><div>1B</div></div></div><div>Sorcery</div><div>Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lively Dirge</div><div><div>1B</div></div></div><div>Sorcery</div><div>Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Obsessive Pursuit</div><div><div>1B</div></div></div><div>Enchantment</div><div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Obsessive Pursuit</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Obsessive Pursuit</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Obsessive Pursuit</div><div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Overgrown Tomb</div></div> <div>Land -- Swamp Forest</div> <div>({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Requiting Hex</div><div>B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

B

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Vigilance
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R

Flying, haste
Whenever Smaug attacks, he deals
damage equal to the number of
Treasures you control to any target.
At the beginning of your upkeep,
create a Treasure token.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Starting Town</p> <p>Land -- Town</p> <p>This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stomping Ground</p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stomping Ground</p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stomping Ground</p> <p>Land -- Mountain Forest</p> <p>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Swamp</p> <p>Basic Land -- Swamp</p> <p>{T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Misty Mountains Cold ②③</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Misty Mountains Cold ②③</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III, IV -- Create a Treasure token. Then if you control four or more Treasures, sacrifice this Saga. If you do, create a 6/6 red Dragon creature token with flying. (A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Sackville-Bagginses ①③</p> <p>Legendary Creature -- Halfling Citizen</p> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Blastoderm00 - Token Sacrifice Combo (???1 / Standard Cup 1)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<p>The Sackville-Bagginses ①⑧</p> <p>Legendary Creature -- Halfling Citizen</p> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Sackville-Bagginses ①⑧</p> <p>Legendary Creature -- Halfling Citizen</p> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Sackville-Bagginses ①⑧</p> <p>Legendary Creature -- Halfling Citizen</p> <p>When The Sackville-Bagginses enter, you may sacrifice another creature or artifact. If you do, draw a card and create a Treasure token. Whenever you sacrifice a token, target opponent loses 1 life.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Umbral Collar Zealot ①⑧</p> <p>Creature -- Human Cleric</p> <p>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Duress ⑧</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Duress ⑧</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Duress ⑧</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Guerrilla Gorilla ①⑥</p> <p>Creature -- Ape Soldier Hero</p> <p>Reach</p> <p>Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Blastoderm00 - Token Sacrifice Combo (???1 / Standard Cup 1)

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Molten Collapse</div><div><div>B</div><div>R</div></div></div><div>Sorcery</div><div>Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.) * Destroy target creature or planeswalker. * Destroy target noncreature, nonland permanent with mana value 1 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Requiting Hex</div><div><div>B</div></div></div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sentinel of the Nameless City</div><div><div>2</div><div>G</div></div></div><div>Creature -- Merfolk Warrior Scout</div><div>Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The Ooze</div><div><div>2</div></div></div><div>Legendary Artifact</div><div>Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}", Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.) {T}: Exile target card from a graveyard. Create a Mutagen token.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Vicious Rivalry</div> <div> <div>2</div> <div>B</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life.</p> <p>Destroy all artifacts and creatures with mana value X or less.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vicious Rivalry</div> <div> <div>2</div> <div>B</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life.</p> <p>Destroy all artifacts and creatures with mana value X or less.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wolverine, Fierce Fighter</div> <div> <div>2</div> <div>R</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature</div> <div>--</div> <div>Mutant Berserker</div> <div>Hero</div> </div> </div> <div> <p>Haste</p> <p>When Wolverine enters, he fights up to one other target creature.</p> <p>If damage would be dealt to Wolverine, instead that damage is dealt, but all other damage already dealt to him is healed.</p> <p>[sideboard]</p> </div> <div> <div>3/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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